IronWatch

Issue 13

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ABYSSAL TIDINGS

A Message from the Editor

Welcome back to the IRONWATCH fan magazine. It's been a toasty summer, but luckily the sweat of zealous might from Mantic's Basileans will help keep you cool as they release, signaling the tail end of a very long and incredibly successful Kickstarter campaign.

On the other end of the galaxy the sculpts and images for Deadzone keep rolling in and models for Dreadball are arriving every day! Be sure to swing by the Kickstarter pages or the Mantic blog to see the images of the Deadzone Peacekeeper Enforcers or the monstrous Dreadball 3-Hex players!

Finally, we need your pictures! Send us in your minis pictures, both KoW and Warpath, or even other games using Mantic minis: The more the merrier, and it's a good chance to show off your modeling skills!

As always, thanks for reading, and whether you're a new reader or a long-time veteran, Welcome to the Watch!

-Austin

Cover art and
Title art by Mark Smith

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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Operation Intimacy Part 2

Leaked by Agent Hellebore

Flesh erupted in gobbets as S-52 tore his nanogauntlet through what passed for the autoch's throat. Acrid fluids spray in all directions as the beast coughed and gargled in an attempt to breathe through its shredded anatomy. With a swift backhand S-52 caved in the side of its head and continued on through the foetid plant life suffocating the land, searching for subject Mu's trail.

Five months had passed since the clandestine handover between subject's Beta and Gamma. Five months of dead ends, false trails and goose-chasing across half a sector. In that time S-52 had gone through eight separate subjects before finding Mu. A high ranking forgefather (subject Lambda) working for Halder etc Corp had taken a sudden junket to the Gorian homeworld, ostensibly to promote the Halder etc brand of elastowear. In reality he met with Mu, a beardless Forgefather who seemed to issue him orders before leaving on a trip to wild space, not two parsecs from the planet S-52 had found subject Gamma. In five months S-52 had trekked hundreds of light years just to travel six.

This world was on no charts and no explorafiles were available through the normal subscription channels. Yet when he landed he found a once inhabited planet overrun with noxious jungle. Mu's movements were hard to track through the dense undergrowth due to the heavy metals absorbed into their tissues. What little time he had to scan, S-52 found the ruined cities comprised materials often seen in Corporation construction. Blockaded roads, warning signs and damage all pointed to an insurrection of some kind, yet the lack of planetary record implied something worse.

The S-52 dodged around a tree trunk, avoiding the spiderwasp nest hanging from its branches. The necrotising toxin in the saliva of those massive creatures overpowered even S-52's enhanced immune system.

During early surveillance of Mu, S-52 had secreted nanopore pheromone emitters into their clothing. The convoluted surface area of the nanopores stored massive quantities of the chemical tracer and were small enough to become lodged in the microscopic dermal cracks of dead skin. S-52 was more than a day behind Mu but despite this, the pervasive humidity and aerosol density, his olfactory sensors were able to pick up tracer density gradients. The occ-HUD extrapolated this into most likely paths through the undergrowth, overlaying a glowing spider web of potentiality. Following the highest probability path for several hours, S-52 came to a ridge. Looking down his occ-HUD found the outline of an industrial structure in the screen.

An anomalous grunt suddenly reverberated through the undergrowth, freezing S-52 in his tracks. Sound libraries analysed the possible origins of the sound, indicating either Grogan or more likely Orx. Marauders... fantastic, S-52 sighed. Using his subderms S-52 climbed backwards up the nearest tree and locked himself in place. The Forgefathers had probably hired the Marauders as disposable guards, far too preoccupied with the loot they were being paid than to consider what they were protecting.

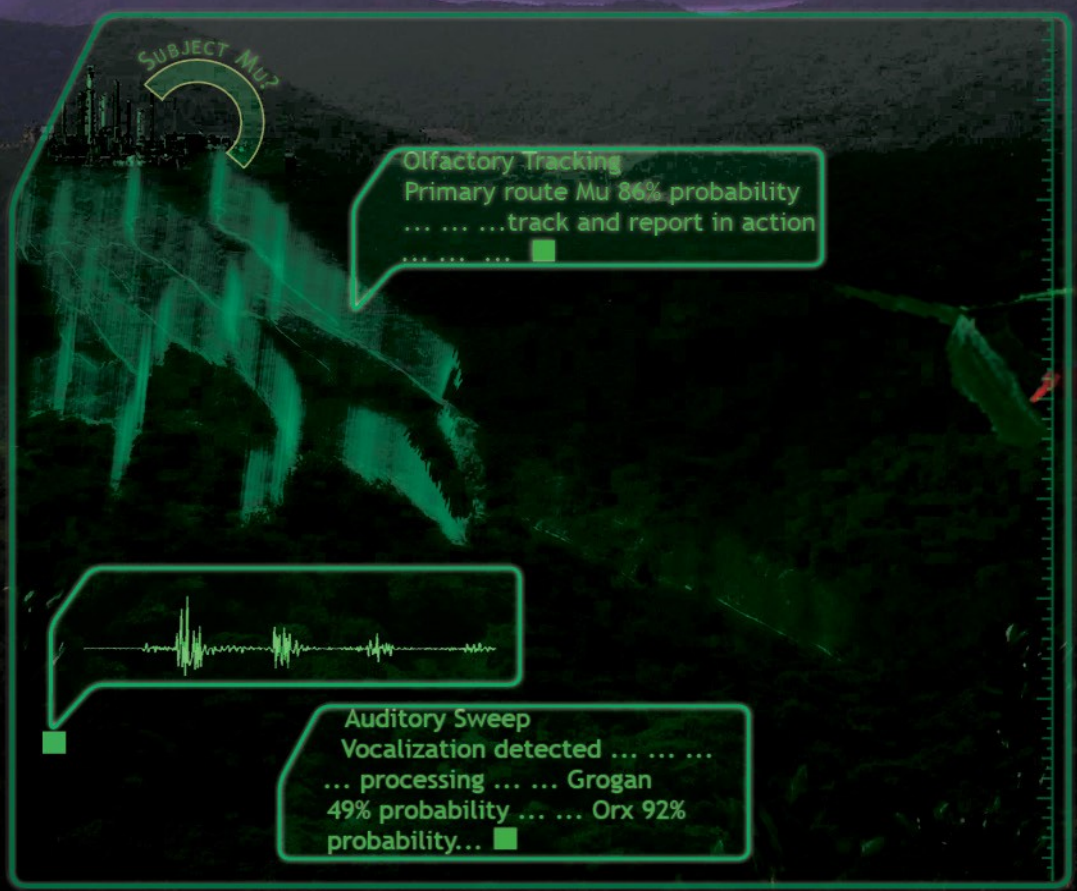
The Orx emerged suddenly from between twisted trunks, moving far more quietly than something that big had any right to do. It covered the clearing S-52 was in moments before, while its brethren moved in behind. Their fieldcraft and battle training was impressive, but then S-52 wasn't in the habit of playing fair. His months of covert operations had given him time to tweak the damned crypsis field so it barely flickered in even the heaviest electrical storms. Here in the

humid undergrowth it made him all but undetectable.

A three man recon team shouldn't be hard to avoid, S-52 thought. It would be best not to kill them so as to prevent disrupting their communication network. That would surely alert the Forgefathers to his presence. He clung silently to the lower branches, waiting for the aliens to continue on their patrol. All but the third had passed beneath his hiding spot when S-52's occ-HUD flickered and the crypsis field suddenly died. For a split second he remained motionless in his muscle locked position as the Orx' head tilted upwards to stare slack-jawed into his face.

Emergency protocols kicked in, flooding S-52's system with adrenalin and acetylcholine and launching him from the tree at the surprised orx. Monoblades extended from S-52's nanogauntlets as he flew over the orx head, gripping its cheeks and flipping behind it. The force of the manoeuvre tore the orx head from its shoulders, its body collapsing with a squelching thud. With primal instinct his team mates turned and opened up on S-52, pouring high velocity shells into the space their fellow was moments before. Bullets thudded against S-52's duroweave and threw him backwards. Twisting in mid air he threw the severed head at the closest orx, smashing it in the face and across its fellow's line of fire. Unable to correct its fire, it tore through the second orx and S-52 lunged over the falling corpse of mortally wounded orx.

Grabbing the end of the barrel S-52 levered himself over the orx, attempting the manoeuvre he pulled on the first of the aliens. A meaty fist shot up, crumpling S-52 in mid air and bouncing him off a tree, the broken barrel of the gun coming with him. Without slowing down the orx began beating S-52 with its broken weapon, keeping him on his knees. Gritting his teeth through the bone splintering pounding S-52 willed a second burst of stimulants through his legs, burning out many of his synth-muscles in the process. The sudden boost surged him upwards, driving his finger tips through the orx solar plexus and out the base of its neck.



The momentum carried him forward onto the corpse and he lay there gasping for several seconds before the oxyplants kicked in. Damn it all to hell he wheezed. The orx had done some substantial damage and it was only a matter of time before their disappearance put the Forgefathers on high alert. It was 5 km to the structure. He could make it. The answer would be there.▪

The Iron Forge

Welcome to the Iron Forge, Ironwatch's article for showcasing some great Mantic models. This month we have another good mix of genres and styles.

- Darren has injected some fun with his humorous Orcling King piece and Claudia has painted some werewolves in a lovely warm, rich brown colour scheme.
- Our guest painter Pete has produced an intriguing take on the Orc Krudger by painting an albino one and Christian has been visiting the local DreadBall arenas to find inspiration for the chitinous MVP, Ludwig.
- Finally (and I realise this is my third Warpath model in a row) I've painted up my Forge Father Huscarl. Next time I really should switch to something else for variety.

-Matt▪

By Paul Scott

DARREN ŁYSENKO

"All hail Joffrey, Son of Mungo, First of his Name and King of the Orclings!

This model is great. I'm sure you've all worked out already that I'm not so skilled as to paint a simple Orcling in *quite* so much detail!

Of course, this is a cast of the three-up Orcling sculpt which is included with the large-scale resin version of Mantic's Orc Ax, available from their Collector's Range.

I decided to add a few extra details to the miniature - primarily the battered old crown (stolen, of course!), which was roughly sculpted from modeling putty. The advantage of wanting it to look so rough around the edges is that I could get away with it looking... well... a bit rough around the edges.

As the miniature itself was intended to be cast at such a small scale (the Orclings really are tiny!), I found that there was a slight lack of detail in the palms of the hands and the toes. This was simple enough to remedy by carving out a little extra detail with a modeling knife and a file.

DARREN LYSENKO

I think of all of it, I'm most proud of the skin tone on this one. Though it was a complex process, in simple terms it involved using a basecoat of green mixed with black, worked up to a light pink flesh tone. After that, there were probably about five or six different glazes of varying colors to give a real living, breathing depth to the skin."

PETE KIJEK

Why, such a pale skinned Orc? Well, I've always been a massive fan of having characters with a story behind them, and the idea that my Orc army is led by an albino Orc separated him nicely from the rest of the army of greenskins, whilst not having him so different so as to look ridiculous. One of my favorite characters from The Lord Of The Rings is Gothmog, the deformed Orc strategist, and I wanted an Orc just as iconic leading as Krudger. This guy has been marked for a greater destiny!

Cłaudia Zuminich

Matt Gilbert

The color pallet for this model is a rather eclectic mix of paints from my collection from the last 25 odd years of painting. The model was initially undercoated mid-grey (Halfords primer) and then the base colors applied. The whole model was washed with Army Painter Strong Tone Ink before all the areas where then highlighted. The green on the loin cloth and helmet top is in fact a very old (probably early 1990's) Citadel Goblin Green with a cracked lid that is still going! The red armor is a base of Vallejo Flat Red, reapplied as the first highlight after the ink wash and then highlighted further with increasing amounts of mixed red, orange, light yellow and light flesh. I may revisit the model at some point and do some more work on the weapons: the hammer especially looks solid enough (like it's going to hurt when it hits) but is a little plain to look at.

CHRIS SCHLUMPBERGER

I really love Dreadball and painting new players is always big fun. For this issue I decided to go for Ludwig, the badass MVP of the Z'zor. Since I just returned from a longer holiday trip I didn't have much time to complete the model and the fact that it took me about 3 hours to remove all mould lines didn't help to speed things up either. When I finally came round to painting the little fellow I went with a bright color scheme, using Casandora Yellow wash over white primer. Some parts received an additional wash with Carroburg Crimson before I added highlights with Vallejo Elfic Flesh. Claws and eyes were simply painted black, received some soft highlights with Scorched Brown before sealing the parts with gloss varnish. The wings are mostly based on the same

colors, but they received a bit of silver as well to make them stick out a bit. As final details I added some black marks to the back of the big bug.

Overall I'm pretty happy with the result, but it's definitely no showcase figure. I could probably have done better but in the end it's better than nothing. Time to paint some Judwan! :)

Gathering a Horde:

A New Player's Guide to the Orcs in Kings of War

By Matt aka "Dustcrusher"
with contributions from Mantic Forum members Namiriel and Daedle.

This is the second in my New Player's Guide series. The first guide for the Undead Faction appeared in Ironwatch 10, and I'm currently working on the third guide for Abyssal Dwarfs.

This time we're going to take a look at everyone's favorite anti-social tough guys, the Orcs! As before, the idea is to give you an idea as to how the Orcs play and a rundown of each unit choice available to them so you can focus on buying just the units you want.

As before, I want to remind new players of two things:

1. So-called powerlisting doesn't really work in Kings of War- you're better off building to your play style.

Take *all* advice on how to play, including this article, with a grain of salt. This is not intended to be a definitive tactica. Besides, your foes might be reading this…

With that done, we can move on. So how do the Orcs play?

The Orcs combine hard-hitting melee troops with a variety of mounted and chariot options for fast maneuvers. They have no War Engines and only one spellcasting option (and he is a one-per-army unique character). Orc Armies are no-nonsense affairs- rather than sneaky tricks or weapon gimmicks, Orcs simply close ranks with the enemy and pummel them with their superior strength, denoted by most units having a minimum of *Crushing Strength (1)*.

Basic Infantry:
Reliable infantry is the backbone of most armies, and for the Orcs this is especially true. Orcs have 3 variants of their standard

By Darren Lysenko

By Jonathan Faulkes

Infantry:

Ax

Ax are a solid base troop. They have a solid 4+ Melee and a great 5+ Defense so they are not that easy to crack. They do have slightly lower Nerve scores (one point) than their hated foes, though they make up for this by being slightly cheaper and having two additional unit sizes available to them (15 and 30 strong) which add a great deal of flexibility. This can be good- if you don't need a solid unit a 15-Orc Regiment is more cost effective for the points. On the other hand, upgrading from a Horde of 30 Ax to a Krudghorde of 40, for example, only gets you a net increase of 3 Nerve for 40 points.

The only configuration I would avoid is a Troop of 10, unless you're playing small games of 500 points or less. The cost versus benefit of 15 vs. 20 and 30 vs. 40-Orc units tips in favor of the smaller ones, with the exception that a 15-Orc unit does not count as solid. Skip the command options for anything lower than a 30-Orc Horde; they are too expensive for smaller units.

Greatax

Greatax ditch the shield in favor of the "best defense is a strong offense" approach. Each unit size option trades 5 or 10 points and a drop to Defense 4+ for an excellent 3+ Melee and *Crushing Strength (2)*. In other words, they are easier to hurt but have a much easier time dishing it out in return.

I like to run these in Regiments- only 5 points more than the equivalent sized Ax unit. As these guys are offense-oriented I tend to skip the Banner, but a Musician might be worth it. Greatax are your cheapest "can opener" option- even a 6+ Defense will be wounded by half the hits a Greatax unit scores on average.

Morax

Morax take the opposite approach from Greatax. Instead of picking up a two-handed weapon, Morax grab…more axes (Orcs don't have time to fool around with flowery poetic names for their units- that's what Elves do). They still hit as often as their Greatax kin, but instead of adding a point of *Crushing Strength* they double their attacks. 20 attacks at 3+ to hit will not be taken lightly, especially from a unit of 10.

No Morax Hordes can be had (and that's probably a good thing- they'd be the first War Engine target in every game), and they are much more expensive than Greatax and

Ax. As such, their Nerve is a bit low for the cost, so do not put them out in front if you want them to survive to fight. Shield them with something cheap- if they can flank an enemy, it will be absolutely devastating (40 attacks on 3+ stands a very good chance of killing almost anything- a unit with 6+ Defense will take around 8 or 9 wounds on average from such an attack).

By Chris Schlumpberger

Morax are at their best carving up low Defense, high Nerve targets like Zombies.

Specialist Infantry:

Sniffs

Sniffs are Orcs who prefer to shoot rather than fight. Other Orcs mock them because of their weedy 3+ Defense and low Nerve scores, but Sniffs are actually quite good.

First off, their Melee is as good as Ax- 4+ to hit with *Crushing Strength (1).* They are faster than their brothers with 6 Speed, and *Vanguard* allows them to move before the game officially begins so they can start pressuring your opponent more quickly. They also have a decent 5+ ranged attack. All this can be had for a mere 50 points for a Troop or 90 points for a Half-Regiment.

Sniffs are skirmishers, pure and simple. Get in your enemy's face, shoot or charge, and then your foe will likely scatter them…and leave troops wide open for a counter-charge from your tougher troops. You can use them to screen your more expensive units until they can get upfield, or harass enemy units on Turn 1 with their Bows (one wound is all it takes for a Nerve test, and they might roll a 12). Since they are made to engage then rout, I would recommend Troops over Half-Regiments in most cases, though if you want to focus on their shooting, a Half-Regiment might be the way to go.

Trolls

Trolls are big, smelly, lumbering oafs whose lives consist of eating and smashing things. They are a surprisingly quick Speed 6, with a good 5+ Defense, *Crushing Strength (2)*, and *Regeneration*.

They are a bit expensive for 3 Attacks per model with a 4+ Melee, and Regeneration is all too easy to disable. Worse, Troops and Regiments don't count as solid units, so a Troll-spam list will not be able to take any Heroes. A near-spam Troll-based list would

be better under the Goblin list to grant access to Goblin War Engines (but that's for another article).

Trolls are similar to Sniffs in that they can get in the way of your foe in Troop or Regiment size. Unlike Sniffs, they will do more damage if left unchecked, and will be harder to rout. Single Trolls can flank easily and wreak havoc if they manage to squeeze through an enemy line.

Orclings

Cute little guys, aren't they? The cuteness belies some surprising utility.

Orclings are dirt cheap- 25 points for a single base. Sniffs can shoot over their heads. They get 5 attacks per base (30 for a Regiment). They have *Vicious* to help ensure at least one attack sneaks through. If you're buying Mantic Orcs, you get one Orcling per sprue, so they cost next to nothing to add to your troop options.

On the other hand, 5+ Melee means an average of 1-2 hits from a single base, and 3+ Defense plus a very low Nerve means even a Standard Bearer stands a decent chance of scattering them. They are also a bit slower than the rest of the Orcs (Speed 4). A Troop of 3 is only 5 points less than a troop of 10 Ax, and the Ax can dish out and take more punishment. The only advantage a Regiment of Orclings has over similarly-priced units is a higher Nerve score.

Unlike similarly priced units (mostly Individuals), Orclings can claim objectives in Pillage games. I'll let Namiriel describe how he used them in tournament play recently:

"They're 25 points which makes them the cheapest scoring unit in the game, and one of the easiest things to deploy. First two choices for me were an orcling in both corners. They march towards the nearest objective starting around turn 2 or 3. In kill scenarios, they remained in the corners."

In a Kill scenario, they might have been able to sneak through the front line to get to a War Engine. 15 attacks at 5+ has a good chance of scoring at least one wound, and that can be all it takes

By Darren Lysenko

to disrupt a War Engine for a turn. If an enemy unit routs them first, that's one of your better units that they ignored for a turn.

I see three more potential uses for Orclings: single bases could be a cheap escort for a hero like Wip or a Flagger (turns out that in Kings and Legends, Wip can take special Orclings), a cheap screen to protect allied War Engines from melee since the Orclings don't block Line of Sight, or as a very inexpensive place to put some magic items (a Diadem of Dragon-kin would be a risky, expensive, nasty surprise).

Cavalry:
Orcs have a wide selection of cavalry options available to them, giving them great potential for highly maneuverable army lists. Cavalry are best at flanking or charging units who are already wounded- they are too fragile for protracted slugfests.

Gore Riders
Gore Riders are one of the better cavalry units in the game, with a fast Speed 8, Crushing Strength (2), 3+ Melee, and 5+ Defense. You are paying 5 points and 2 Attacks for increases in Speed and Defense over a troop of 10 Greatax. The downside is that they have the second lowest Nerve scores among cavalry in the game.

Like most cavalry, Gore Riders will crush almost anything they can flank, and you should try to avoid frontal charges to units that aren't wounded.

Gore Chariots and Fight Wagons
Gore Chariots and Fight Wagons are both platforms moved by Gore-power. Both of these units have the same excellent Melee (3+), solid Defense (5+), slightly better Nerve, and wider unit footprints (150 vs 125mm) in Troop and Regiment levels than Gore Riders, though it's still a bit on the frail side for such large units. Like Gore Riders, these units should be flanking and crushing slower units under hoof.

Gore Chariots
Gore Chariots are basically larger, slightly slower versions of Gore Riders. Looking at

By Guiseppe Aquino

them from the offensive side of things, the Troop and Regiment hit and wound slightly more on average than their Gore Rider counterparts. Defensively, the Nerve levels are one point higher than the Riders. The Chariots also are slightly slower (7 Speed versus the Riders' 8).

By Jonathan Faulkes

Is the slight increase in Nerve and damage output worth 35 more points for a Troop and 80 more points for a Regiment? I'm inclined to say no on the former, and definitely not on the latter. Gore Chariots stack up well to the equivalent sized Troll units, trading a smaller base size and *Regeneration* for +1 to Speed and Melee for the same cost, or 5 more points for a single Chariot.

A single Chariot has a lot of potential- it's cheap and can fill the same role a single Troll does, though it will be harder to sneak through the lines. It will hit a bit harder and faster but if your opponent has no means of eliminating *Regeneration* then the Troll could stick around longer. The Troop and Regiment compare well with their Troll counterparts but are pricey compared to the equivalent Gore Rider units.

Fight Wagons

Fight Wagons make things more interesting. Much like Morax vs. Greatax, Fight Wagons trade *Crushing Strength (2)* and 1 point of Speed for more Attacks. They will carve through low Defense units while doing less damage to higher Defense targets than the other Cavalry due to lesser *Crushing Strength*.

A single Fight Wagon does less damage than a Gore Rider Troop and has a lower Nerve score, but it's also 15 points cheaper and a much smaller unit width. It has the potential to be nasty with clever maneuvering.

150 points for a Gore Rider Regiment looks to be a better deal over a Troop of 3 Fight Wagons, unless you're facing lots of 3+ Defense units- they have 2 more points of Nerve and Speed, and do more damage against 4+ and higher Defense.

The Fight Wagon Regiment is interesting indeed. It's expensive (a whopping 285 points), but it does more damage than any other cavalry option in the Orc list. If you can manage to flank with it, that's a staggering 72 attacks- even 6+ Defense units will take 16 wounds on average, which will annihilate pretty much anything. Imagine an Endless Swarm of Zombies flanked by this and the

By Darren Lysenko

picture is not a pretty one.

In short, a single Fight Wagon trades overall strength compared to a Gore Rider Troop for 15 fewer points and a smaller unit size. A Troop of Fight Wagons is a bit lackluster compared to a Gore Rider Regiment for the same cost, and a Regiment of Fight Wagons is expensive but will likely mulch anything you hit with it if your charge is not disrupted.

War Engines

Orcs have none! You'll need to take an allied unit to get a War Engine- Goblins are the cheapest (and most thematic) option, but a Regiment of Blacksouls gives you access to the powerful Heavy Mortar. If you use the hardback rulebook's Siege rules, I feel it is best to allow Orc players to take enough Goblins to field a couple of War Engines at minimum.

Monsters

The Orcs have one- the mighty Giant. Giants are powerful, with 5+ Defense, high Nerve, Speed 7, and a brutal *Crushing Strength (3)*. Unfortunately, Giants are unpredictable with 2D6 attacks each turn, and for 180 points, a Melee of 4+ is a bit mediocre, and their size means they will be a big target for War Engines.

In a siege game, this is pretty much your only wall-breaking option if your opponent is a purist and disallows you from taking allies. In a normal game, this guy will probably attract a lot of attention- his best strength might not be actually hitting something, but distracting opposing units from your other troops.

Heroes and Personalities

Flagger

Flaggers, like other armies' Standard Bearers, provide a cheap source of *Inspiring* to help units stay in the fight. You can add a Mount if you want a Flagger that can keep up with your Cavalry. The interesting thing about the Flagger is that he is tough enough to handle weaker Heroes and War Engines on his own. Keep him out of combat otherwise- dedicated melee heroes will take him out quickly. As is the case with most Standards, he's also a good choice for certain Magic Items like the Healing Charm or the Boomstick, since his main role (unless you

send him on a War Engine run) involves just standing there.

Wip the Half-Cast (Army List version)
Wip is your only non-ally option for *Heal* and *Zap*. He also has *Elite* to increase the odds of maximum damage or healing. Keep him out of the way of enemies- he's no Krudger. He also lacks *Inspiring*. Much like any other standard magic-using hero, use *Heal* to keep crucial units in the fight and *Zap* to pick off heavily wounded units and to stifle shooting units.

By Caudia Zuminich

Krudgers
Krudgers are Orc leaders- the biggest and strongest of Orc society. All of them have the following advantages: excellent Melee (3+), good Defense (5+), *Inspiring* to help keep your units in the fight, and a minimum of *Crushing Strength (2)* for ensuring wounds on their targets.

In the next 4 entries, I'm going to focus what each unit has in addition to the above. I feel most armies should have at least one sort of Krudger, both for thematic and strategic purposes.

<u>Krudger</u>
The basic Krudger is a combination of *Inspiring* bubble and melee hero. He can take Sneeks and a mount if he chooses, giving him some flexibility.

The flip side of the mount is that a Gore Chariot is only 5 more points and a point of Speed for a lot of additional bonuses (2 more Attacks, 1 more point of Nerve, and one more point of *Crushing Strength*). However, the mounted Krudger is still an *Individual* and a single Cavalry base is much easier to squeeze through narrow gaps in the line than a Chariot.

The Stabby Sneek is a tough call. Its main advantage is that you can move 5 inches then shoot another 12 at a 4+ to hit no matter what, but you stand a 50/50 chance of losing him after each shot. More importantly, is the cost worth what will likely be a one shot weapon? Once the Krudger closes with his foes he's better off in melee.

The Zappy Sneek can be a good way to disrupt shooters or remove *Regeneration* if you're not within charge range of an enemy.
I like having one Krudger available- if you're playing a smaller game he might be your only option. He's tough enough to fight alongside the units he's *Inspiring*.

Krudger on Gore Chariot

As I alluded to above, the Gore Chariot is an option if you like the idea of a Krudger on Gore that isn't an *Individual.* Speed 7 is still quick, *Crushing Strength (3)* means at worst a 3+ to wound in most cases. You can still take Sneeks if you want, too.

The Stabby Sneek now has a longer effective range, and if he survives his first mission he might actually be useful for a second. The Zappy Sneek has slightly more utility due to the increased Speed of the chariot. *Crushing Strength* past 2 tends to be less useful. The tradeoff with *Individual* is that the Chariot's a much easier target for missiles and War Engines.

If you want speed comparable to a Krudger on Gore and a Hero that can block a unit by itself, give the Chariot a look.

Krudger on Slasher

The Slasher costs 80 more points than the basic Krudger, and for those points you get +2 Speed, 5 more attacks, 3 more points of Nerve, and one more point of *Crushing Strength*, plus this version is not an *Individual*.

As with the Gore Chariot, *Crushing Strength* beyond 2 tends to be less useful, so *CS(3)* will only matter if you're facing lots of 5+ and 6+ units. Obviously this unit's going to be an easier target than the foot Krudger, and less agile. 200 points is a lot for a single model, considering that will buy you a Krudghorde of 40 Ax Orcs. There's no official model from Mantic yet, so you'll have to get creative.

By Darren Lysenko

In essence, if the Gore Chariot isn't quite nasty enough for you, take a look at this option.

Krudger on Winged Slasher

Finally we come to the ultimate Krudger status

symbol- a Winged Slasher (described as a lizard in the fluff, but somehow I can easily picture a Krudger on a Roc, too). The Winged Slasher is very fast and maneuverable, with Speed 10 and *Fly*. Like his grounded counterpart, he still has 10 Attacks, *Inspiring*, a high 16/18 Nerve and is not an *Individual.*

Like any status symbol, the Winged Slasher isn't cheap. The Krudger on Slasher with the Wings of Honeymaze magic item is 55 points cheaper, albeit slower by 3 points of Speed. As with the other options besides the basic Krudger, *Crushing Strength (3)* may not be all that much better than *CS(2).* He will likely be an easy target because this model will probably be huge once it is released- until then, most proxies will also be huge by their nature.

I would avoid this to start with unless you really, really want (or have) a cool looking Orc on a winged mount as a highlight of your army, or those three additional points in Speed over Slasher + Wings of Honeymaze combo are worth 55 points (that's a single Chariot, a Troll, a troop of Sniffs, or 5 points shy of 2 Flaggers) to you.

The Next Step- Assembling the Horde

The new 54-figure Orc Army Set gives you enough to field over 500 points off the bat, and you can get almost 700 points out of it if you include a base or two of Orclings. The One-Player Battle Set is about 300 points from the get-go including the Orclings. Both give you 20 Ax and 10 Gore Riders, which are a good foundation to build upon.

I'd consider adding at least 10 more Ax to either of those sets, so that you can field a Horde of 30 or two Regiments of 15 each. Once you have a core of Ax, there are multiple ways you can build up to a fearsome tide of Orcish might.

Now go out and crush anything that stands in your way!▪

By Jonathan Faulkes

TUTORIAL - ADDING LEDS TO A NO-ACCESS STRUCTURE

By "Novajohn"

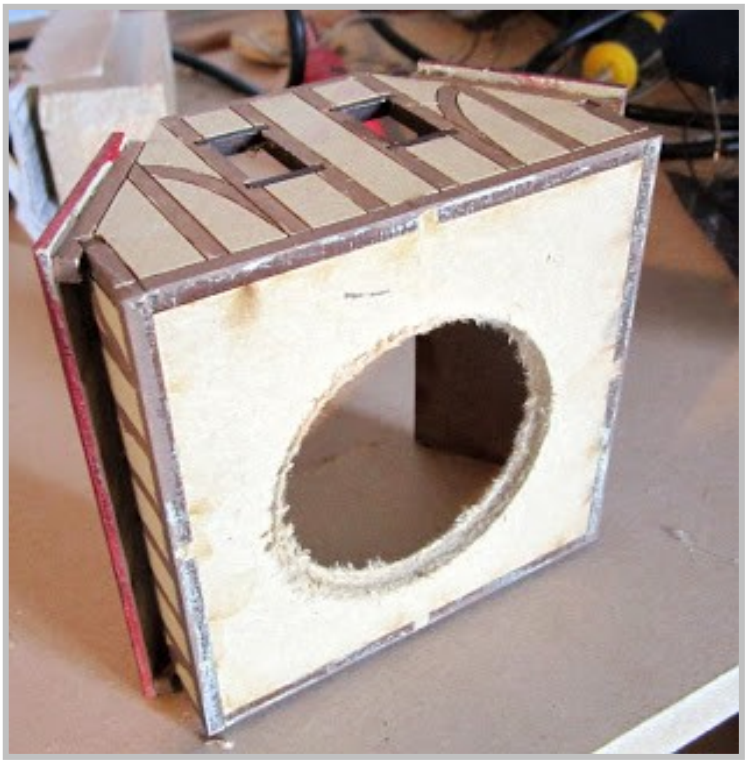
Since I have been asked a couple times about how to do this I thought I should probably do a tutorial for you all. Note the title specifies 'no-access structure,' this means that models will never be inside this structure, giving us more space to play with. I have some ideas on how to do lights in accessible structures, look out for a tutorial later in the year. (Probably, I need to get some new kits for that...)

So you want to light up a piece of terrain. Here is what you will need:

1. Soldering Iron and solder.
2. LEDs, preferably 'through-hole.' (They have long legs, see the picture below)
3. Battery holder, preferably with integral switch.
4. Wire, preferably 2 different colors, red and black highly recommended.
5. Resistors, I will detail what value later.
6. Terrain to light up, preferably with space to hide battery pack.
7. Drill and hole saw.
8. Clear plastic sheet. Blister packs are perfect.
9. Sand paper, medium grit. (Between 300-600)
10. PVA glue, hot glue gun or whatever your preference.

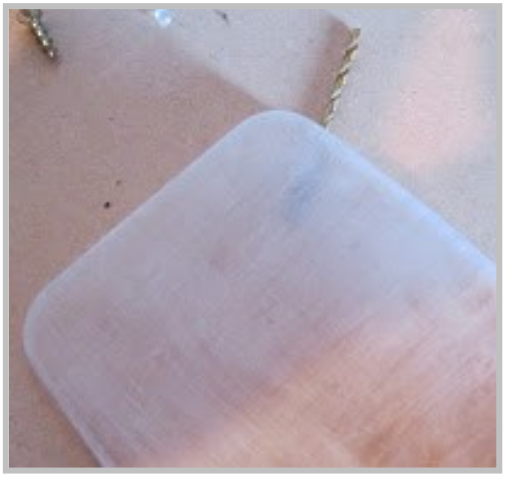
Hole saw, 'Through hole' LED & Battery pack with switch

So the first step is to give yourself access through your terrain, in my case a 2 story building. Take your drill and hole saw and carefully cut a hole in the middle of the floor. You don't need a pilot hole for this but be aware that the hole saw will twist and bite easily, be really careful.



With that done you now want to work on the windows. Take some old blister packaging and cut out the large flat piece from the back. Now if you leave it like this then you will clearly see the LEDs, which kind of spoils the illusion. What you want is to make it into a diffuser, which is easily done by rubbing it with sand paper. Start by rubbing in one direction, then when it is nice and scratched up, turn it 90 degrees and sand it some more. This will make it look less uniform and will hide the shape of the LEDs behind your windows.

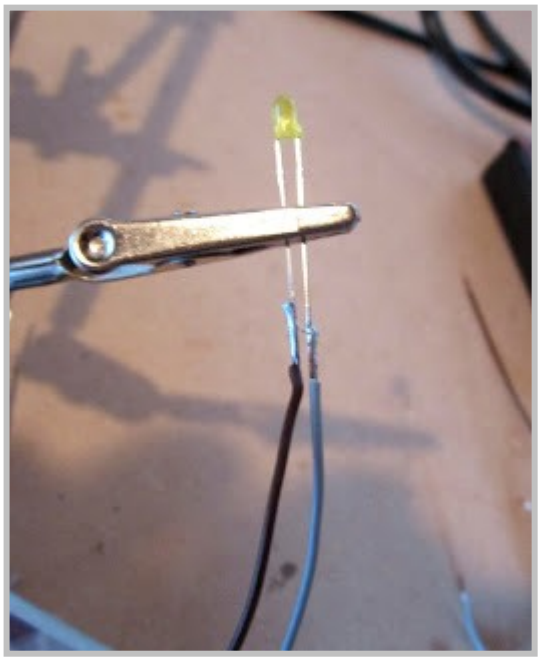
Before sanding.



After sanding.

With that done you will want to cut the plastic into pieces, making sure they are larger than the window, and glue them into place, I used PVA as the building is made of MDF. Make sure the sanded side is inside the terrain, this will look nicer.

Now for the tricky part. If you have never soldered before you may want to get someone who has to show you how it is done. Alternatively there are probably some videos online to help you. In any case be careful, soldering irons run at 300 degrees (Celsius) which is instant scarring hot. Take your first LED and set it somewhere stable (I used some clamps for this, it may be worth investing in some if you don't have any) and identify the long leg. The long leg has to connect to +ve on the battery (red lead) otherwise it wont work. DON'T CUT THE LEGS! We need them, trust me. Solder a wire to this leg. If you have red wire use that. Then solder a different colored wire to the short leg, preferably black. You will notice I am using grey and brown as I ran out of red and black... Repeat this process for however many LEDs you are using, making sure to use the correct color on the correct leg.



One LED, all hooked up.

The next step is to select a resistor for the circuit. The resistor is important as it limits the current to the LEDs, which will make them last longer. MUCH longer. Math time! Using the equation below will let you select a resistor suitable for your project. If you need help feel free to drop me a comment at the bottom.

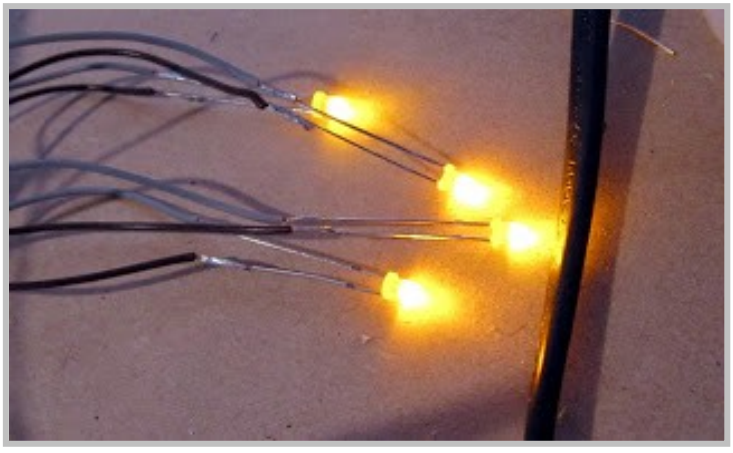
Resistor Value = (Voltage of Batteries) - (Voltage of LED) [varies, usually 1.5-2.5 Volts]
20mA * (# of LEDs)

I am using 4 LEDs, 2 AA batteries and one LED needs about 1.5 volt, so I have 1.5V and a total of 80mA. This means I need a resistor of 18.75Ohms. Now you wont find this on the shelf so we will just round up to 22Ohms. That makes sure the LEDs wont run too hot.

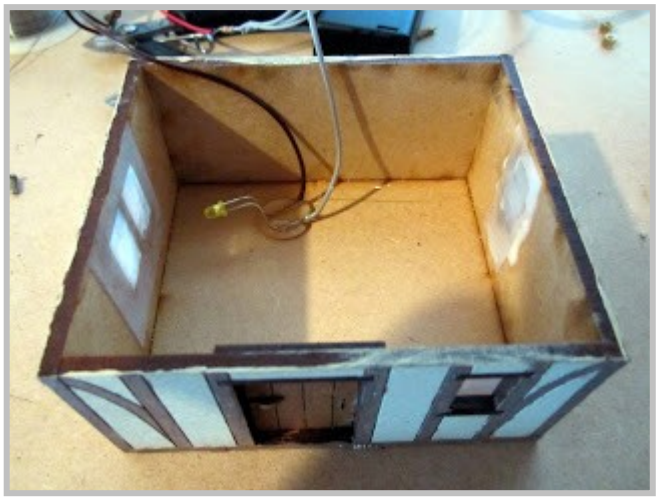
With the resistor chosen you need to solder one end to the red wire on the battery pack. The other end will be soldered to all the other red wires you have, depending on how many LEDs you used. Then you need to solder all your black wires to the black wire on your battery pack.

Commonly known as a rats nest...

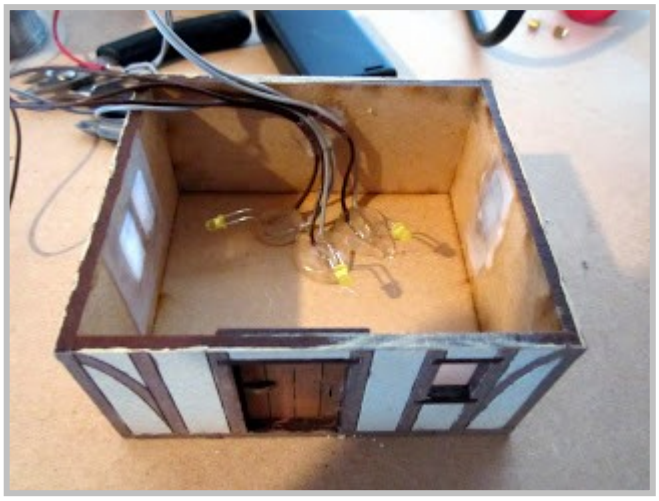
It is a good idea at this point to test your LED circuit. This is when you realize that you soldered some the wrong way or that you have bad solder joints. Keep all the bare LED legs apart to prevent any shorts in the circuit. It pays to use fresh batteries for this test too!



I promise it gets easier from here! Now you want to glue your first LED into your terrain, placement is up to you, I am trying to simulate a fireplace, so will be grouping the LEDs together near the back wall, away from the windows.

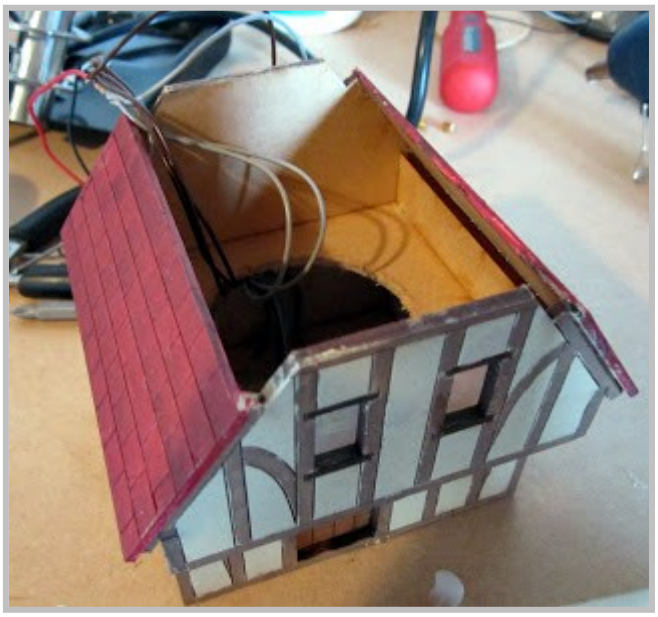


First LED in place.



3 LEDs to simulate a fireplace

As you can see the LED legs are being used to keep the LED floating in free space. This way you can also reposition them once the glue has hardened to your liking. Don't let their legs touch though! I have also glued the cables neatly to the wall. Next up I have used PVA to glue the top floor to the bottom floor. This is a personal preference thing, I want to keep the structure strong.



Were you wondering what happened to the 4th LED? I have saved it for the second floor. From the position it is in it only illuminates one window, giving the illusion that there may be a wall between them, or perhaps someone working at a desk by candle light.

The final step, well done for making it this far! This is just a housekeeping thing really, I have glued the resistor and rats nest down so that they wont ever short together. I recommend doing this if you don't have

insulation tape or heat shrink, or if you don't know what those things are...

Quick test once everything is in.

The final product!

Battery pack squirrelled away, switch accessible - of course!

I hope you made it this far and injury free, no less. This takes me about 45 minutes per building, with some down time waiting for soldering irons and hot glue guns to heat up. This can be applied to many different kinds of terrain limited only by your imagination and battery size! One of my next tutorials will deal with getting lights into smaller spaces and hiding away those batteries. Until next time!▪

Encounter – Kings of War Scenario

Neil Dixon and Alistair Moore (aka Platemale)

By Boris Samec

Following on from The Map on page 12 of Ironwatch Issue 12, Encounter is the second scenario in a narrative Kings of War campaign, which can be adapted for your own games. Read the story behind the battle and see if I avoided two campaign losses in a row, with my battle report of the scenario between myself (Dwarfs) and Alistair (Kingdom of Men). We have two more scenario games planned, so in further issues I will continue to unveil their design, reports and story progression.

Negotiating bones, scant vegetation and twisted beasts, Albreenivich had been systematically observing and charting the mountains at the edge of the Mammoth Steppe for sixteen moons.

On the eighth moon of the seventh Mesyats, he spotted a cave entrance. When lit, he could see the cave stretched far back, with a tunnel leading deep into the mountain. He sensed a strong presence of magical energy and choose to venture no further.

He took a mixture of Harpier Berries, Wylung Leaf and blessed Ryon Tooth to mask the entrance to unsuspecting passers-by, committing its location on the map to memory. Covering his tracks and scouting for observers, he rode to report to Captain Pekovich.

Albreenivich woke up, naked, towel resting on his brow. He tried to move his legs but stiffness and soreness on his right prevented him. Panic struck him as sharp as the coldness of his surroundings.

He screwed up his face in effort, trying to remember his last actions. Riding across the Steppe, the sun was bright and blinding. Shadow had come and passed. Had he been attacked by a large bird of prey, had he fainted?

He had heard a slow rumbling, then spluttering as his trotting horse cowed back

his ears. The sun was blotted out, and he remembered an image of a laughing Dwarf with goggles and a leather cap appearing in its place. The rumbling sound grew to the roar of an engine, as a flying hulk of bird-shaped metal pulled up right before him; and his neighing horse reared. He tried to prevent his grip from slipping, but he got thrown backwards, felt his head hit the floor and the world went black.

The smell of alcohol drifted into his nostrils, rousing him again. He tried to move as the wooden bench dug into his naked skin. He was a prisoner, his only clothes replaced by a fir pelt and rope to tie him down. He turned his head to the right as the small, round door opened.

A Dwarf with a huge grey beard strode in, his metal shoes clattering on the stone floor.

A shout came from his lips that he could not understand. A second, white bearded one entered, and joined the first, standing beside his wooden bench with their arms crossed.

Albreenivich met the squinting eyes of the Dwarf with the white beard.

A voice, recognisably human said, "He wants to know what your race is doing on the Steppe." Albreenivich lay silent; frowning deeply.

The Dwarfs parted and a man stepped forward, stooping down in the low cave. His beard reached his chest, and he looked like a giant next to the Dwarfs. He had tattoos all over his face and arms, and wore a worn leather chest plate.

"Traitor," Albreenivich said, raising his head off the wood and spitting over the side.

The tattooed man rocked his head back and laughed.

"We will soon see who the traitor is."

He took a flask with a long metal spout, and holding it in both hands, Albreenivich saw it come towards his face.

He tried to turn his head away, but firm, hard, hands gripped his head, with another

By Grant Mahoney

By Chris Schlumpberger

set prying open his mouth.

"Drink, drink…," said the tattooed man.

The liquid was ale, more foul and potent than he had ever drank. His body started to relax and he stopped resisting. Then his head was released, but he could not control it and his vision, going in and out of focus settled on the groin area of the man. The man brought his face close to Albreenivich and he could make out a smile, with rotten teeth.

"Now, tell me everything," said the man.

Background Recap

Captain Pekovich of the Nivkh Kingdom of Men tribe seeks the Angelus Of Nex Amulet, a powerful artifact that can give its bearer control over a Celestial being that attacks the enemy upon command. Uralius of the Nivkh tribe discovered the Amulet, but was outcast as a heretic, as the amulet had warped his mind.

On the edge of the Mammoth Steppe, Captain Pekovich's force has scouted a hidden tunnel that leads deep into the mountainside of the Abyss, said to be the last known whereabouts of Uralius. Before leading his army into the dark tunnel, Captain Pekovich successfully sent a courier through lands infested with Dwarfs from the Cailleach Clan, with a coded map of his location and details of the discovery to General Renovich in Nivkh. Although the courier delivered the map, it transpires Albreenivich, who discovered the tunnel entrance, was captured and interrogated under the duress of Dwarf ale. With the location and mission of the Kingdom of Men revealed by the loose tongue of the Alchemist, Dwarf General, Brand "Black-Vein" Zurkon, quickly realizes the danger the amulet poses. He launches a hunting party, giving battle to the Kingdom of Men in a large cavern of the tunnel, to prevent the amulet from falling into the wrong hands.

The cavern is pitch black, and the footing treacherous to troops who do not tread carefully.

The Encounter: Scenario Outline

Army selection

Each army picks 1000 points.

Set up

Use a 6x4 board. The battle is fought in a large cavern, strewn with rocks and hills that count as impassable terrain and blocking line of sight, positioned as depicted on the map below. Both players roll a D6, with the highest role choosing the table edge. Each player then has five minutes to draw his or her deployment on their own printed or copied paper version of the map, in secret. Vanguard units are marked on the map, but have option of making their move when the battle starts. When the time is up, each player reveals their maps and deploys their army. Both players roll a D6. The player with the highest score can choose to go first or second.

Special Rules

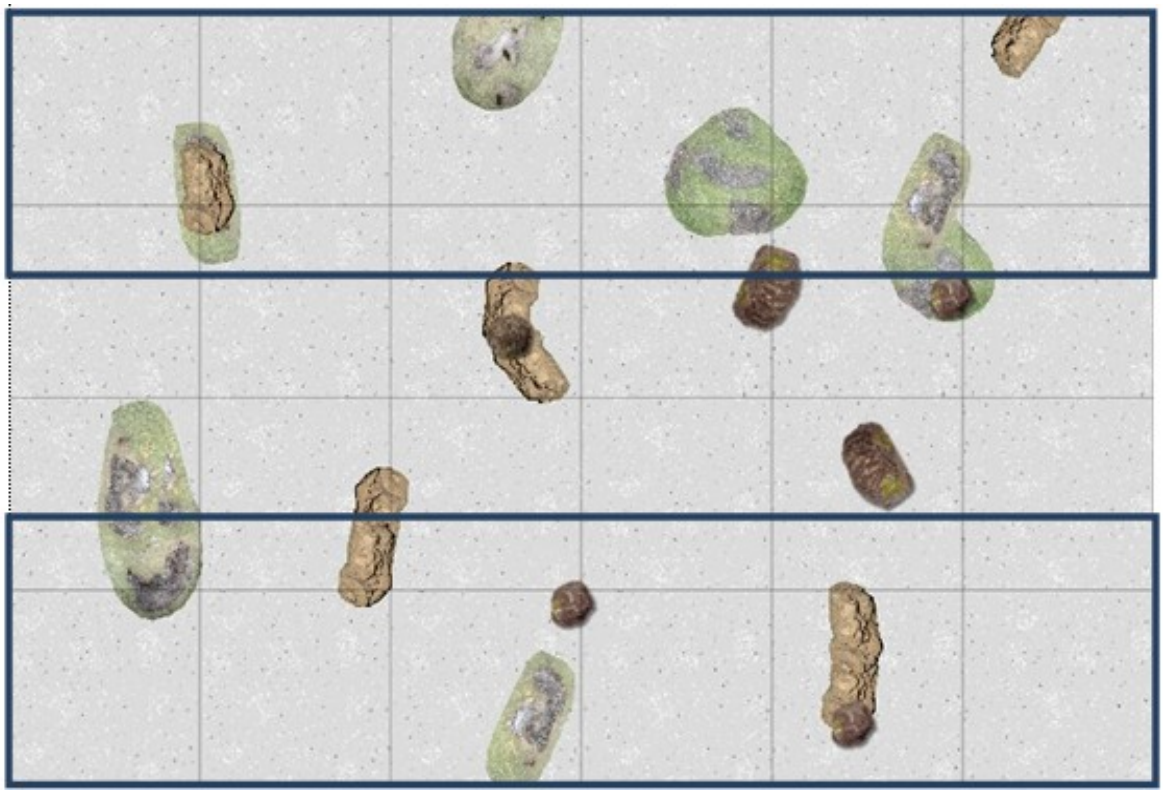
Darkness - Troops are on edge and vision is limited. All units and heroes in both armies have their nerve reduced by one. Ranges for missile weapons are halved. Combat is still fought as normal. Any unit which carries out an "At the Double!" or "Charge!" must roll a D6 and consult the table below; heroes and units with the 'Shambling' rule are exempt.

D6 roll Result

1 Unit does not move this turn. May still shoot and otherwise act normally.

2-3 Infantry move 1D6 +2", mounted units move 2D6+4" before stopping. Count infantry as any unit with Move of 6" or less. Charges are successful if they are in range.

4+ Unit may "At the Double!" or "Charge!" as normal



Each deployment zone is 18" onto the board, marked by the areas defined within the blue lines.

Victory Conditions

Fight to the death. The first army to wipe out their opponent is the winner, unless their opponent concedes.

Campaign Effect

The winning army may upgrade a troop to a regiment for free, without paying extra points. Roll a D6 for each unit or hero from the winning army that survived the battle. On each roll of 4+ the army gets to spend an additional 25 points on artefacts for the next campaign battle.

The Kingdom of Men reposition their flank against the Dwarfs packed in the far corner.

Battle Report

I choose to set up my Dwarfs in the corner board edge, with my two cannons, two Bulwarker Regiments and two Ironwatch troops set up in a dense formation. My two Brock Rider Troops were set up on my right flank. Alistair spread his Kingdom of Men across the board, with his three war machines, cavalry and infantry evenly spaced.

The battle started with my Brock Riders on the right moving forward, whilst Alistair manoeuvred his Foot Guard and Mounted Sergeant Troop into line opposite. The Mounted Sergeants were severely mauled by the Dwarf Cannon, and were wavering. With no Dwarf targets, sweating crewmembers started dragging the Kingdom of Men Mortar and Cannon into a realistic range. The Rocket in the centre did have success, wiping out an Ironwatch Troop.

In the second turn, the Brock Riders charged the Cannon shocked Mounted Sergeants, viciously clawing and hacking the humans down. My Brock Riders used their momentum in the following turns to bear down on the Foot Guard who were also maimed and routed from the battle.

As the Kingdom of Men strived to re-position themselves on their right flank, a Mounted Sergeant Troop had strayed too close, and was taken out by Ironwatch and Bulwarkers in combat on the Dwarf left. With Alistair's staggered deployment, and the limited movement due to the rocks, I was taking on units piece meal and wiping them out. The rocks and restricted movement did make it tactically challenging, but that is the fun

As the Knights get over the hill, they find themselves surrounded

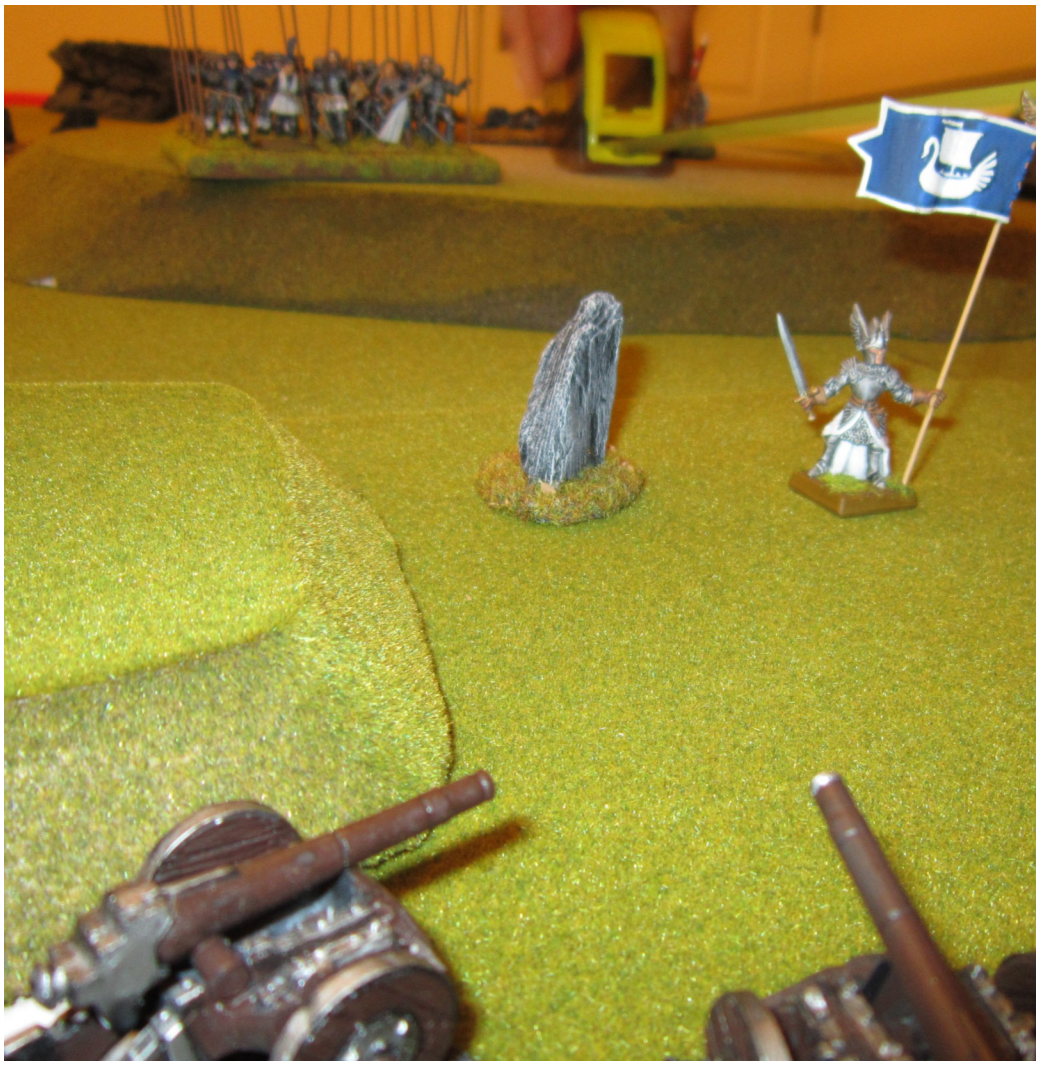
element of playing scenarios!

The Rocket in the centre of the Kingdom of Men line was proving a nuisance, injuring the Bulwarkers in the Dwarf centre. The Brock Riders were now free on the right, and saw the Rocket as their next meal. Moving within 6", they prevented it from firing at them next turn, but guaranteed a charge.

After much horn blowing and beating of drums, the Kingdom of Men in the centre had their backup force of mounted Sergeants and Knights in range. Although the Bulwarkers and Ironwatch charged the Knights, their armour proved too tough and they were unharmed. The Knights levelled their lances, killing the Bulwarkers in revenge, whilst the Mounted Sergeants hung back in support. The Dwarf left had collapsed, leaving the very venerable Cannons in the centre ripe for picking. The Brock Riders tried to ride to the rescue, charging the Mounted Sergeants on the hill. The

The Brock Riders stumble in the dark, and halt just short of charging the Mounted Sergeants. Having survived the joint assault of the Ironwatch and Bulwarkers, the Knights wreak havoc on the stranded Dwarfs.

Brocks, unaccustomed to the gloom tripped and faltered, and their charge fell short. The Knights, always ready to capitalise, charged the unit in the side. Meanwhile, the second Brock Rider Troop was taken out by the two Kingdom of Men war machines which levelled their sights from the crest of the hill in the centre.



Cannons prove to be crack shots as they smoulder the remaining Kingdom of Men before they can charge the defenceless War machines

It was a fight to the death, but it was still even, with a Bulwarker Regiment, two Cannons and a Warsmith against Knights, Mounted Sergeants, two warmachines and a Pike Regiment. Bulwarkers were the first to fall, with the Mortar making up for lost time and destroyed the unit in a cloud of smoke. It looked like it was all over for the Dwarfs, with only the Cannon left.

The Dwarf crew proceeded to crack off shots like Rambo, hitting a Kingdom of Men unit every turn and wiping them out every time in the order of; Sergeants, Knights, Standard Bearer, War machine, War machine! Never before, or since have had the Dwarfs seen such accuracy! The Dwarfs won with two Cannon and a Warsmith, and the dice revealed they had won a 25 point artefact for the Dwarfs in the next campaign battle!

<u>Conclusions</u>

The map deployment was highly tactical, and forced me to think about how Alistair would deploy. It was unfortunate that Alistair decided to set up so spread out, as it negated the Kingdom of Men's main tactic of outnumbering the enemy and ganging up. I tried to play the Dwarfs to their strong points, deploying defensively. Although I could have sat back, and taken as many Cannons as I could afford, I ensured I took offensive units as gaining artefacts to use in the next game rested on the victory!

Assant Calciteg raised his hand and the crew ceased loading. Gunpowder blocked the Dwarf Warsmith's already limited vision, and he could hear nothing except ringing in his ears from the repeated cannon shots.

"I think we got them," he whispered. "We got them!"

Cheers were cut short, and silence settled on the battlefield.

"Crew?" he said. "Are you there?"

He took several steps forward, and tripped. Looking down, he saw the face of Geogim the Pounder, his open eyes staring up at him. He shook the body, his heart pounding as he realised it was limp and lifeless. Whispering a short prayer, he started to run towards in the direction he marched from. As sheer terror overtook him, inhuman screams filled the air. ▪

By "Daedle"

it's a job

part 6

By Aaron Magno

The Anvor System was "discovered" by the Corporation several generations ago and has been a profitable part of the galaxy with mining operations throughout the system. Anvor-5 was especially profitable as it was habitable planet for humans and provided large areas for agriculture. Now, however, there was a problem…

Tarvin approached the warehouse cautiously. It was a large structure that he guessed was slightly bigger than the Ellison-class landing vessel the marines had arrived in. The entrance was simply a hole that would easily accommodate two APC-13s entering side by side. That would have been the manner in which Tarvin would have preferred to have entered, safely inside a personnel carrier. No light emanated from the building but light was pouring in from the lights mounted on the marines' weapons and the APC-13 Warrior.

As Tarvin reached the threshold of the warehouse he paused and swung the barrel of his flame unit from left to right, briefly illuminating his surroundings as he did so. Tarvin was standing in the middle of the entrance and was therefore staring down the centre point of the building. To his right were two sets of giant shelving that were filled with barrels as tall as men. On the left side of the warehouse were crates of fruit. Tarvin assumed there was fruit in all of the crates because several of the ones closest to him had not yet been sealed and he could see the fruit in those. The crates were arranged in stacks with square bases that were three crates wide. The height and neatness of the stacks varied but those that were taller and more orderly were generally found towards the rear.

"Loz," was all Tarvin said as he entered the warehouse.

"I got nothing, looks like it's going to be quiet

By Matt Gilbert

till the locals arrive," responded Lozan as he followed Tarvin inside.

By "Hellebore"

The assurances from his teammate that there were no dangers present did not fill Tarvin with confidence as the scanners weren't infallible. Nevertheless, Tarvin increased his pace as he moved down the central aisle towards the rear and where the Veer-myn had entered. By now the rest of the squad had made their way into the building. The lieutenant followed his two men down the middle while Ealux went straight to the left wall as ordered. Abist was trailing the lieutenant by a few steps. Keeping this spacing was not a simple task for Abist as he was walking backwards.

"How's our company?" asked Kreesa without turning to face Abist.

"They're just passing the Warrior now," replied Abist.

"OK, hang back and let them pass you," ordered Kreesa, "The rest of you get ready. We might not have found any Veer-myn yet but the night's about to get dangerous."

*****

Meanwhile at the farmhouse Sergeant Grimmon and his men were going through the ground floor. Following the search of the rooms on the ground level the squad gathered at the base of a staircase leading to the floor above. At the top of the staircase was the owner of the house. Grimmon glanced up at Nivaas before turning to address his men. A smirk appeared briefly upon the sergeant's face as he thought about how defiant Nivaas looked with the length of the staircase between them. He was also happy with the decrease in the number of people following his men around. Nivaas had moved his family and servants to the upper floor while the farmhands remained outside. This left only Inspector Loorhees and his companion, Ronson, in close proximity.

"Rothis, have you picked up anything?" asked Grimmon.

"I'm detecting life signs and movement on the upper floor, sir," answered Rothis.

"That's just the civilians. If there were rats up there we would have heard the screams by now," explained the sergeant, "You might want to focus below, rats love their tunnels."
"I didn't find any tunnels, sir. There appears to be a basement but it seemed clear," said Rothis.

"We better check it out. Where's the entrance?" was Grimmon's next question.

"Sorry sir, I'm not sure," said Rothis as he fiddled with the scanner, trying to go through the recorded data to find the information.

By Paul Scott

"Never mind," grunted Grimmon as he turned to look up at Nivaas, "We're going into your basement. Where's the entrance?"
Nivaas hesitated momentarily before answering as he still did not like having the sergeant and his men having further access to his house, "There's an access panel at the back of the pantry."

"Hal, can you lead us there?" asked Grimmon as he turned back to his men without acknowledging Nivaas' assistance.

"Yes sir," confirmed Haltrough.

"Let's get moving then," ordered the sergeant.

As the marines headed towards the pantry Nivaas descended the stairs. This did not go unnoticed by the sergeant.

"It's probably best if you remain upstairs," said Grimmon over his shoulder as he followed his men.

"Unfortunately you'll need me to open the access panel," responded Nivaas.

Now it was Sergeant Grimmon that paused for moment. They didn't need Nivaas to get through the access panel but it was going to be the method of entry that was the least upsetting to the locals. Having already established his authority through aggression Grimmon decided it was time to take a lighter approach as not to completely alienate the locals.

"Ok," was Grimmon's simple response to Nivaas before turning back to the direction of where his squad had exited.

*****

Tarvin was once again outside the warehouse having exited through the hole created by the Veer-myn. Lozan was beside him pointing the scanner at the rows of trees before them. Through the gaps between the trees the two marines could see the slight glow of the perimeter fence in the distance.

"I'm not picking up anything moving out there either," said Lozan, "I'd like to find that Veer-myn tunnel but not tonight. I can barely see anything out here."

"I know what you mean. It's going to be even harder when we..." replied Tarvin before pausing to activate his comm-link, "...kill the lights! Kill the lights!"

With those words both the marines outside and within the warehouse switched off their mounted lights. Even Weetaub in the Warrior switched off its external lights. The only light sources that remained were the portable lights carried by the four constables.

"Kill the lights!" yelled Kreesa at the constabulary.

"What?" was Falmus' confused response.

"Switch off your lights!" ordered Kreesa.

The four constables complied without knowing what was going on. Their confusion soon turned to fear as a giant stream of fire flashed across the hole in the warehouse wall they had been approaching.

"What's going on?" asked Falmus in a panicked voice.

"Veer-myn! Get some cover!" was all the lieutenant yelled as he shoved Falmus into a stack of crates.

By "Hellebore"

By Paul Scott

Outside Tarvin continued firing his flame unit wildly. Lozan had put down the scanner and had a pair of starbursts in his hands. These black cylindrical devices were about the size of his fists with buttons on the top. After activating one in each hand Lozan threw both towards the hole. One hit the wall while the other went through to land near the lieutenant and the constabulary. Both burst open releasing an incredible amount of light. This sudden release of light did not affect the marines as their visors were designed to filter out that wavelength of light but the constabulary were temporarily blinded. This period of blindness was extended as Ealux tossed a few more starbursts into the air that burst above the constables. Kreesa fired his rifle in an arc above the hole. Abist ran to be alongside his lieutenant and fired in a similar fashion. As he ran to this position he knocked down one of the disorientated constables.

"Fall back!" screamed Kreesa as he stopped firing to throw a starburst a small distance in front of himself.

Abist had also stopped firing and turned to grab one of the constables in order to pull him towards the APC-13. Moments after Kreesa's starburst exploded Lozan came through the hole with Tarvin right behind him. As Tarvin re-entered the warehouse he turned to fire upon the wall of the warehouse, setting it ablaze.

"Get the civilians to safety," ordered the lieutenant as he began firing through the hole into the empty night.

Falmus didn't particularly like being called a civilian but in his confused state he wasn't capable of arguing. Lozan tossed another starburst before helping Falmus to his feet and dragging him to the exit. Tarvin had stopped using his flame unit and ran past his lieutenant who was still discharging his weapon. Like his fellow marines Tarvin threw a starburst into the air before grabbing one of the constables and leading him towards the warehouse's entrance.

Ealux had made his way to the central aisle from his position by the wall and was approaching the only constable not being escorted out of the warehouse. The constable slowly stumbled towards the exit until finally tripping over as a starburst exploded at his feet. As the constable tried to get to his feet Ealux threw an object at the

prone man. The object was similar in size and shape to a starburst with a trigger on the top but it's body was glass through which a yellowy green acid could be seen. The object burst open in front of the constable's face and the acid burned the man's skin. The constable screamed in agony. Kreesa grabbed the constable's arm and pulled him towards others who were gathering. Ealux continued to dispense starbursts as he followed his lieutenant out of the warehouse.

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In the basement of the farmhouse Inspector Loorhees was the first to be informed about the situation at the warehouse. Shortly afterwards Grimmon was contacted over his comm-link by Kreesa. The manner in which each man responded to the news was vastly different. Shock was the first emotion displayed on the inspector's face but it swiftly changed to anger as he looked over at the sergeant.

"Ronson, with me, now!" ordered Loorhees as he made his way out of the basement, "Nivaas! Nivaas! Where the hell have you gone?"

The sergeant showed no visible signs of emotion as he calmly listened to his second in command explain the situation. When he had finished speaking to the lieutenant he turned to address his men.

"Looks like one of the locals got hurt. Weets is taking him to the nearest medical centre," said Grimmon, "I guess we're going to have to hike it home." ▪

By "Hellebore"

By Stuart Smith

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